Project Antlion Character Creation

1. Roll 3d6, in order, for STR, DEX, and WIL.
2. Roll for or choose a background and answer the background question.
3. Roll 1d6 for Hit Protection. Consult the Gear Pack table below to determine your starting gear. All characters also start with a data-comm, a vac-suit, and a blaster (d6).
   For ex-tech gear, see Monolith p74.
4. Choose a name.

D6	Backgrounds
1	Pilot. You are a professional pilot, guiding ships through space. Answer this: *Who did you fly for?*
2	Scientist. You ask questions of the universe, seeking new truths. Answer this: *What is your field of expertise?*
3	Mechanic. You keep things running. Answer this: *What is your specialty?*
4	Programmer. You can code and hack. Answer this: *What is your specialty?*
5	Security. You are the muscle of this group. Answer this: *Who did you work for?*
6	Smuggler. You take advantage of the limited reach of the imperium or planetary governments. Answer this: *What do you smuggle?*

Gear Packs

D6	Pilot	Scientist	Mechanic	Programmer	Security	Smuggler
1 HP	rifle (d8, bulky), targeting Eye (augment, reroll 1s on damage die), dog tags	shield gen (+1 armor), universal solvent (4oz), electronic hand lens	sledgehammer (d8, bulky), duct tape, glow-stick, nuclear cigarette	arc-ray (2d6 shock, jumps to nearest target on critical damage)	scatter-gun (d6 blast, bulky), combat armor (+2 armor, bulky)	scatter-gun (d6 blast, bulky), long coat, fake history
2 HP	smart blaster (d6), reinforced leather jacket (+1 armor), mini boombox	1 adrenaline stim, Ex-tech #23, plasmasaw (d8, explodes, bulky)	vault drill (bulky), fire suit (ignore heat damage),	Ex-tech #14, noise nullifying speaker (creates area of near silence around user)	1 smart med, thermal blanket, Ex-tech #64	uzi (d4 blast), bionic tendons (augment, ignore most fall damage), machete (d6, cryo)
3 HP	gas mask, NV aviators, blue smoke grenade	Air analyzer, Ex-tech #54, 2' zip ties	Utility Orb (50% chance of holding any tool that could possibly exist in a mundane pocket knife. Keep track)	area scanner, binocs, Vibro-sword (d6)	junky blaster (cheap, d6), reinforced jacket (+1 armor)	parabolic mic, ex-tech #15, spiked bat (d6)
4 HP	flare gun (thermal), plasti-tent, Heavy duty magnet with carabiner and 10' rope	EMP grenade (blast, EMP), yellow spray-paint	omni-port battery, crowbar (d6), thermal detonator (d8, blast)	Infrared visor, Curved blade (D8), Baggy synthweave blue outfit (Armor 1)	taser (shock, reload), bionic hands (d6 crushing grip)	nail bomb (d8 blast), tiny noisy cam drone
5 HP	two knives (d6), compass, gin	temp-stable ice cube, tranq-gun (STR save vs impaired 1 round, reload)	Two additional tiny robot arms (augment)	grapple gun, rope, crappy holographic projector	Brass knuckles (D6), Duct tape, Cigars, Burns on face	Astro-staff (D8, Sweep), manacles, Cheap prosthetic leg
6 HP	claymore (d12, directional blast)	throwable steel net (DEX save or impaired until freed by action)	Hook staff (D8, sweep), Illiterate	auto-lock slicer (unlocks, opens, and disables one electronic door)	Riot shield (+1 armor)	handheld x-ray device

Character Sheet

Name: _____

Background: _____

Fatigue lvl	
Deprived	

	MAX	CUR
HP		

	MAX	CUR
STR		

	MAX	CUR
DEX		

	MAX	CUR
WIL		

Inventory:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Notes:

_____

_____

_____

_____

_____

_____